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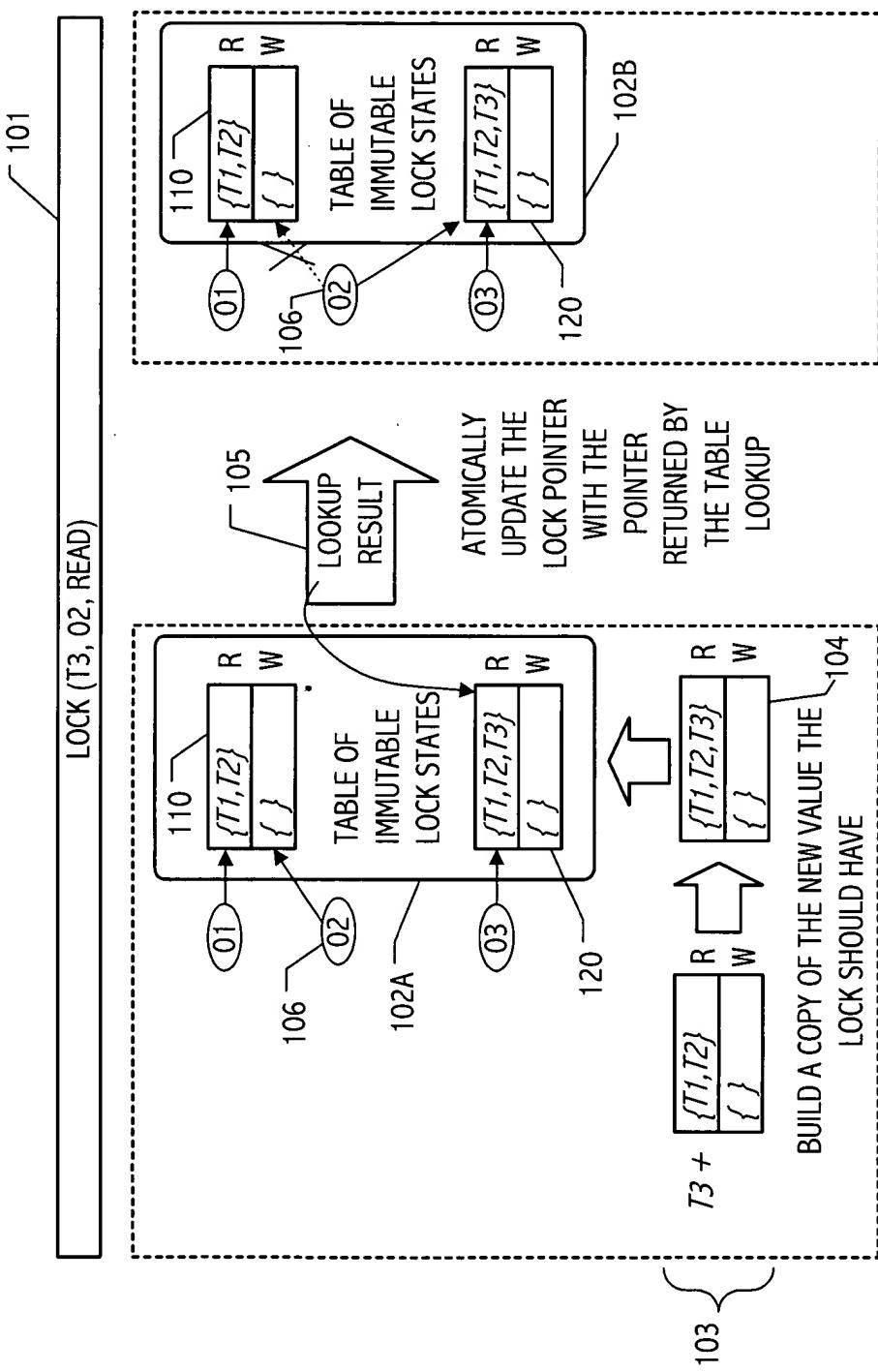


FIG. 1

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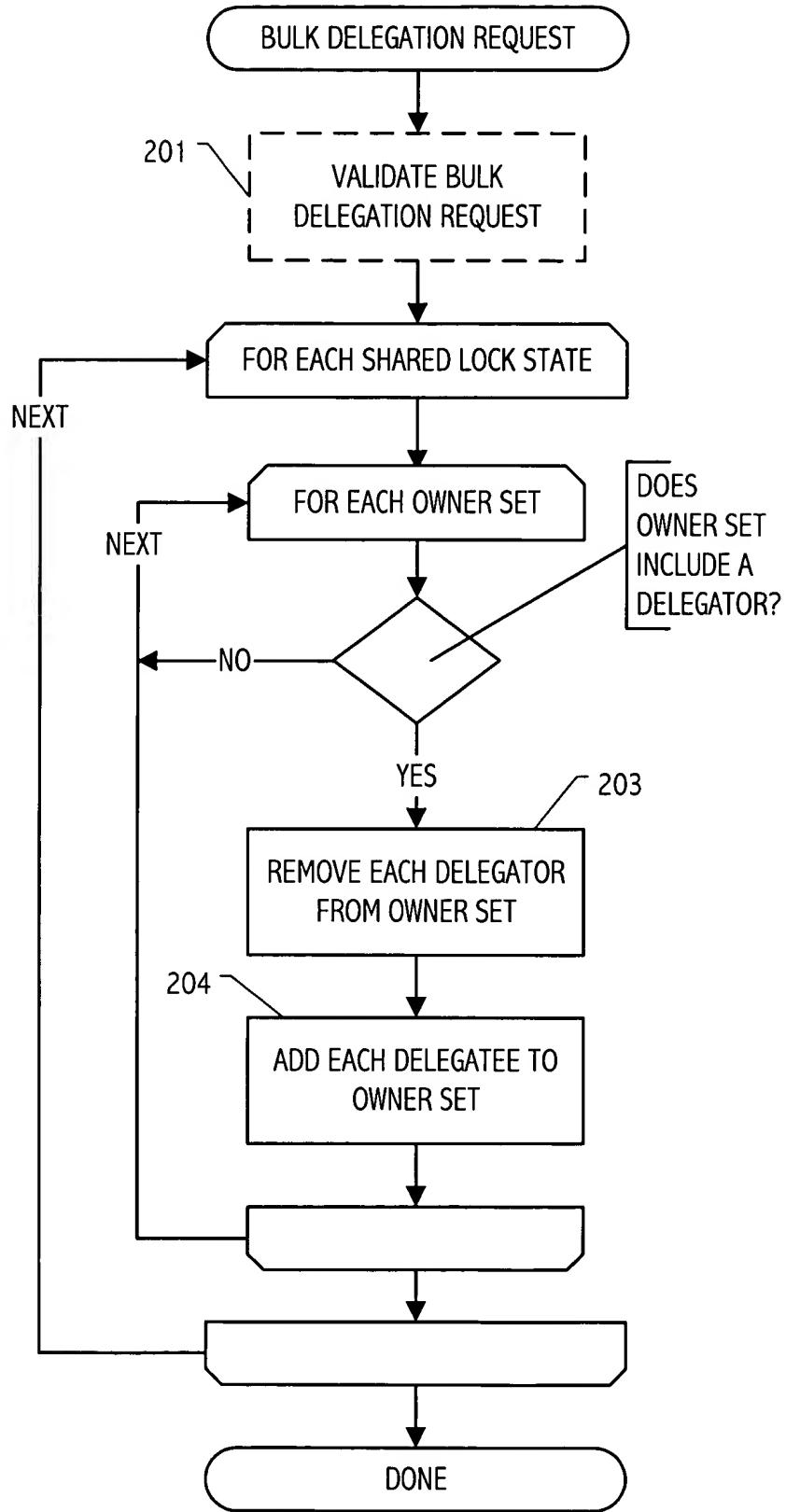


FIG. 2

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```
delegate(delegateors, delegates)
begin
  foreach l in TSLS
    if  $\exists M_i$ , ( $delegateors \cap Owners(l, M) \neq \emptyset$ )  $\wedge$  ( $\exists M_i, M_i > M \wedge (delegateors \cap Owners(l, M_i) \neq \emptyset)$ )
      TSLS.remove(l)
      // modify its owner set to reflect the effect of delegation
      foreach  $M_i, M_i \leq M$ 
        Owners(l,  $M_i$ )  $\leftarrow$  [Owners(l,  $M_i$ ) - delegateors]  $\cup$  delegates
      end
      // does the new value duplicate an existing shared lock state ?
      if TSLS.contains(l)
        // yes, record the "original" being duplicated
        // and add the shared lock state to the set of duplicates.
        original(l)  $\leftarrow$  TSLS.get(l)
        duplicates.add(l)
      else
        // no. Re-enter the modified shared lock in the TSLS.
        TSLS.add(l)
      endif
    endif
  end
  // Process duplicates now.
  foreach l in duplicates
    if  $\exists M_i$ , ( $delegateors \cap Owners(l, M) \neq \emptyset$ )  $\wedge$  ( $\exists M_i, M_i > M \wedge (delegateors \cap Owners(l, M_i) \neq \emptyset)$ )
      // modify its owner set to reflect the effect of delegation
      foreach  $M_i, M_i \leq M$ 
        Owners(l,  $M_i$ )  $\leftarrow$  [Owners(l,  $M_i$ ) - delegateors]  $\cup$  delegates
      end
    endif
  end

```

FIG. 3

```
// Determine the validity of a delegating a lock set to the value l
boolean isValid(delegates, delegates, l)
begin
    if Owners(l, Write) = ∅
        return true
    endif
    // at least one write lock owner
    if Owners(l, Write) ∩ delegates = ∅
        // All the delegators are read owners.
        // The delegation is valid if all delegates can ignore read-write
        // conflicts with the write owners.
        return ∀t ∈ delegates, Owners(l, Write) ⊆ ICW(t, rw)
    endif
    // the lock is delegated in write mode – all delegates must ignore
    // write-write conflicts between each others and with each remaining
    // owners of the lock in write mode. Also, write-read conflicts should
    // be ignored with remaining owners of the lock in read mode.
    if |delegates| > 1
        // More than one delegatee
        if ∃ t ∈ delegates, ∃ c ∈ {rw, wr, ww}, delegates ⊈ ICW(t, c)
            return false
        endif
    endif
    if ∃ t ∈ delegates, (Owners(l, Write) – delegates) ⊈ ICW(t, ww)
        return false
    endif
    if ∃ t ∈ delegates, (Owners(l, Read) – delegates) ⊈ ICW(t, wr)
        return false
    endif
    return true
end
```

FIG. 4

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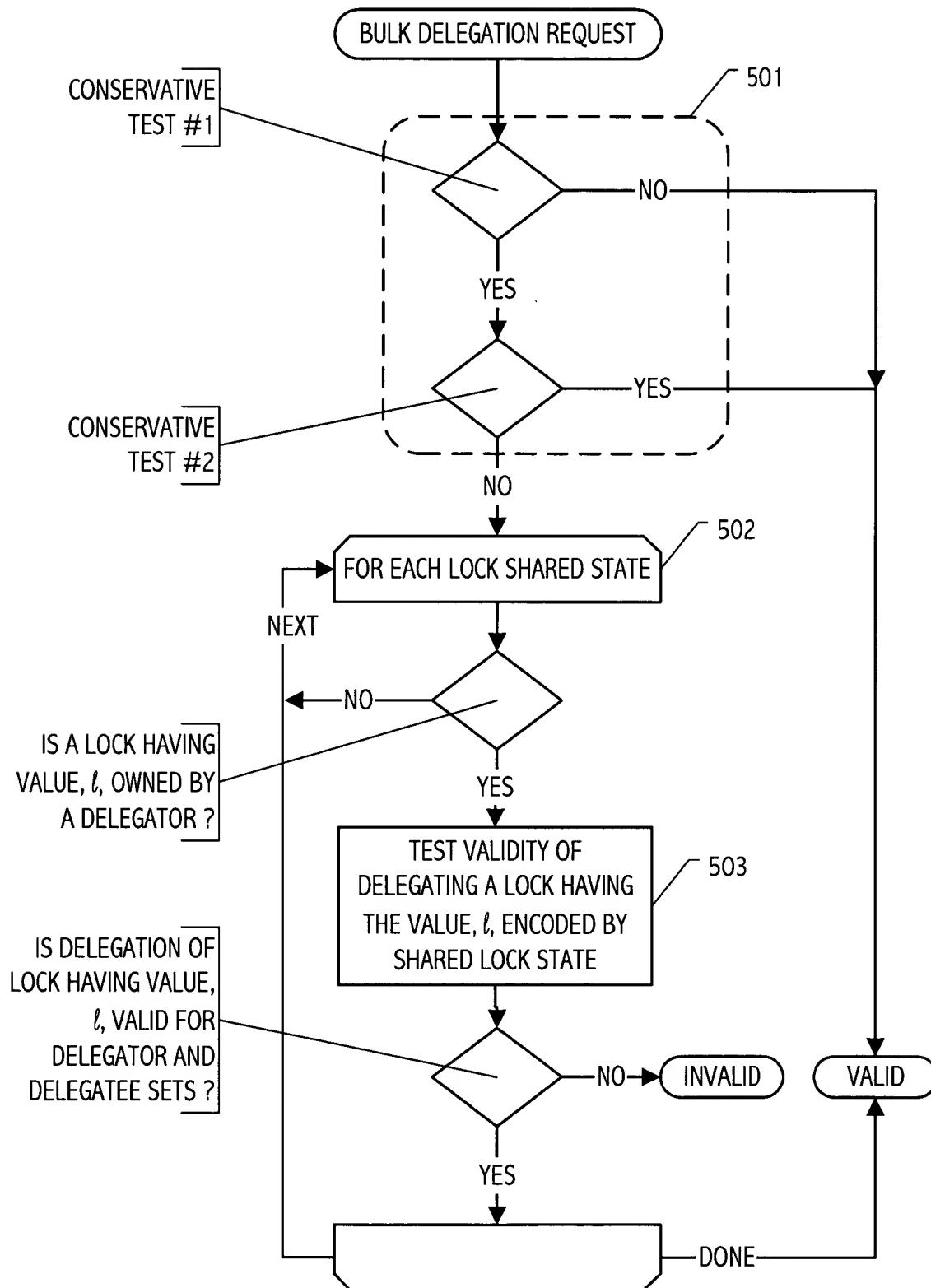


FIG. 5

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```
// Determine the validity of a bulk lock delegation
boolean isValid(delegators, delegates)
begin
  602  if wset ∩ delegators = ∅
    return true
  603  else if ( ∀ t_d ∈ delegates, ∀ t_s ∈ delegators, ∀ C ∈ {rw, wr, ww},
    (ICW(t_s, C) - (delegators ∪ {t_d})) ⊆ ICW(t_d, C)
    // if at least one of the delegated lock is a write lock, the request
    // is valid only if the delegates can ignore all conflicts which each other
    if ∃ l, Owners(l, Write) ∩ delegators ≠ ∅
      return ( ∀ t ∈ delegates, ∀ c ∈ {rw, wr, ww}, delegates ⊆ ICW(t, c))
    else
      return true
    endif
  else
    // The two conservative tests have failed
    foreach l in TSL
      if Owners(l, W) ≠ ∅ ∧ ( ∃ M, Owners(l, M) ∩ delegators ≠ ∅ )
        if ¬isValid(delegators, delegates, l)
          return false
        endif
      endif
    endforeach
  endif
  return true
end
```

FIG. 6